Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE ____ OR SMALL ENTITY **TOTAL CLAIMS** . RATE FEE RATE FEE OR BASIC FEE 355.00 **FOR** NUMBER FILED NUMBER EXTRA **BASIC FEE** 710.00 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X40 =X80= OR MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY OR SMALL ENTITY (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS Real Property ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE RATE TIONAL AFTER **PREVIOUSLY** AMENDMENT **EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X40 =X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR TOTAL PR ADDIT FEE ADDIT. FEE 10 1 1.00 (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT TIONAL TIONAL RATE RATE **AFTER PREVIOUSLY** AMENDMENT **EXTRA** eŭ . AMENDMENT PAID FOR FEE FEE Minus Total X\$ 9= X\$18= 60 OR Independent Minus X40= X80 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM ÷135= +270= OR 120.10 TOTAL TOTAL ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE AMENDMENT **AFTER PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Minus Independent X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

" If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

""If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

OR

OR

+270=

ADDIT, FEE

TOTAL

+135=

ADDIT, FEE

TOTAL